Yuqun Wu

Email: yuqunwu2@illinois.edu Personal Website: https://yuqunw.github.io

EDUCATION

University of Illinois at Urbana-Champaign Champaign, USA Aug 2023 - Present Doctor of Philosophy in Computer Science • Advisor: Prof. Derek Hoiem Master of Science in Computer Science (thesis) Aug 2022 - May 2023 • Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang Bachelor of Science in Computer Science & Statistics Jan 2020 - Dec 2021 • Highest Honors at graduation, Dean's list for all years, GPA: 4.0/4.0 Sun Yat-sen University Guangzhou, China Sep 2016 - Dec 2019 Bachelor of Science in Mathematics RESEARCH EXPERIENCE

University of Illinois at Urbana-Champaign

Champaign, USA

Unified indoor 3D scene representation

Apr 2024 - Present

Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang

- Project targets at building an unified indoor 3D scene that enables rendering and 3D Q&A
- Investigate different representation and the performance and potential of heuristic methods

Region-based Representations Revisited

Sep 2023 - Nov 2023

Advisor: Prof. Derek Hoiem - CVPR 2024

- Project targeted at investigating new representation by combining SAM regions and dense features to solve various vision tasks, including semantic segmentation, object retrieval, video classification, and scene segmentation
- Responsible for implementation of feature extraction and pooling pipelines, and scene segmentation application on ScanNet

Improving Neural Radiance Fields with Patch-based Monocular Guidance

Jan 2023 - May 2023

Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang - Under Review

- Project aimed to create 3D models that provide accurate geometry and view synthesis, partially closing the large geometric performance gap between NeRF and traditional MVS methods
- Proposed appearance regularization of normalized cross-correlation (NCC) and structural similarity (SSIM) between randomly sampled novel and training view to improve general performance

Plenoptic PNG: Real-Time Neural Radiance Fields in 150 KB

Aug 2022 - Dec 2023

Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang - Under Review

- Project presented Quantized Fourier Features, which encoded a 3D scene into an extremely compact representation from 2D images and enabled its transmittance, decoding, and rendering in real-time across various platforms.
- Assisted in blending Quantized Fourier Features into different network setups, running experiments, and writing the paper.

Sparse SPN: Depth Completion from Sparse Keypoints

Sep 2021 - Nov 2022

Advisor: Prof. Derek Hoiem

- Project draw attention to single view depth completion taking point cloud from SFM as input
- Proposed a novel method that outperforms existing depth completion pipelines given sparse keypoint depth, and reconstructed complete point clouds given SfM setup

GRIT: General Robust Image Task Benchmark

Advisor: Prof. Derek Hoiem

- Rendered surface normal of object-centric and scene-centric datasets, and split them into training, validation, and testing sets
- Trained a baseline network with training sets, and compare it with several other pretrained state-of-the-art normal estimation networks with testing sets
- Challenge Organizer of the 2nd workshop on Open World Vision of CVPR 2022

University of California San Diego

Remote

Lighting completion from sparse lighting samples

Jun 2022 - Sep 2022

Jun 2021 - Aug 2021

Advisor: Prof. Manmohan Chandraker

- Project aims at recovering per-pixel spatially-varying lighting maps taking single color image and sparse lighting
- Investigated 2D lighting completion methods with differentiable rendering and compare to pure RGB-based estimation networks

ACTIVITIES

Conference Reviewer

Champaign, USA

ECCV, WACV

2024

Teaching Assistant

Champaign, USA

University of Illinois at Urbana-Champaign

Aug 2022 - May 2023

• Course: CS 445 Computational Photography, CS 441 Applied Machine Learning

Summer Research Experience for Undergraduates (REU)

University of Illinois at Urbana-Champaign

Champaign, USA

May 2021 - Aug 2021

• Attended weekly seminars covering research skills, presentation skills

SKILLS

• Programming Languages: Python, C/C++, JavaScript, R

• Other Tools: Git, Pytorch, Latex